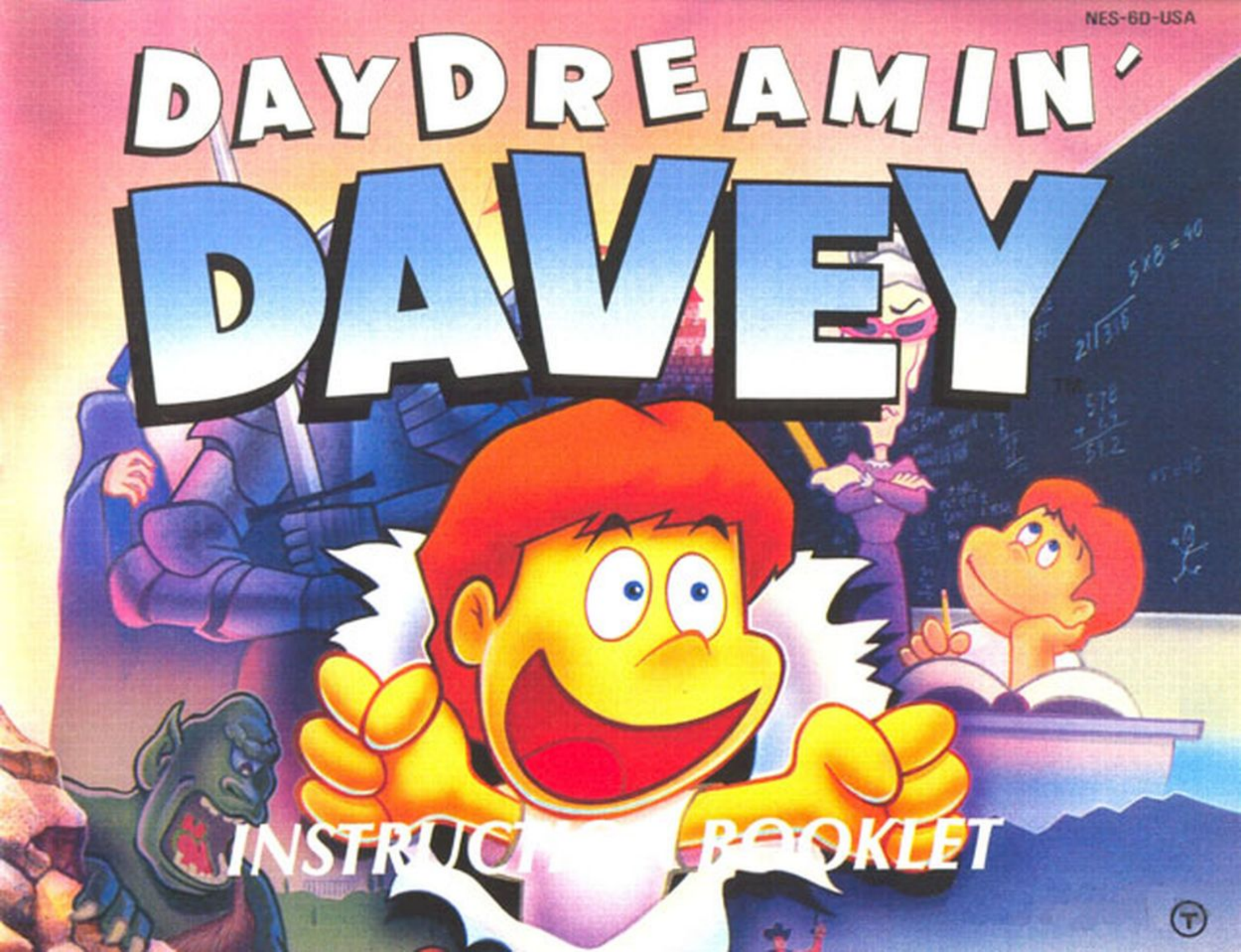
NES-6D-USA

DAYDREAMIN' DAVEY



INSTRUCTION BOOKLET

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HAL AMERICA INC.

The Fanatic Specialists

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1. Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a break each hour.
2. This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.
3. Don't touch the terminals or let them get wet.
4. Don't clean this equipment with volatile substances such as thinner, benzene, or alcohol.
5. Please read the enclosed cautions before playing your game.

THANK YOU

For purchasing this Hal America ® Nintendo ® Game Pak , DayDreamin' Davey ™. Before you start playing please read this instruction booklet carefully and follow the correct procedures, then save it for future reference.

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The Story

School was never like this! Join Davey on a trip to, and from, his school, where history lessons come true and recess is just a break in the fun! Using the greatest time machine in history, Davey rides his imagination through the time of Merlin the Magician, ancient Greek history, and the Old West with plenty of stopovers in-between. So keep an eye out for the principal, and always have your hall pass ready!

Use of the Controller

Control Pad
Used to move Davey. Also used to move the cursor to select menu items.

A and B Buttons Together
Makes Davey jump to clear obstacles.

A Button
Used to control some weapons, and to scroll through text screens.

Select Button
Used to go to menu screens

Start Button
Used to start or pause the game.

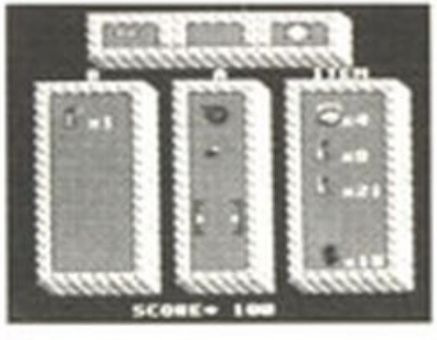
B Button
Used to control some weapons

Getting Started

Put the Game Pak in your NES and turn it on. When the title screen appears push the Start button and the Start/Continue screen will appear. If you're starting a new game select **Start A New Game** and the game will start.

If you are continuing a game, select **Continue a Game**, and the password screen will appear. Move the cursor to the first letter of your password with the Control Pad. When it is bracketing the first letter, press the A Button to enter it. Do this for each of the letters in your password. Enter your password, select **End** and the game will start from the beginning of the level you were on. If you make a mistake, select **Redo** and you can start over.

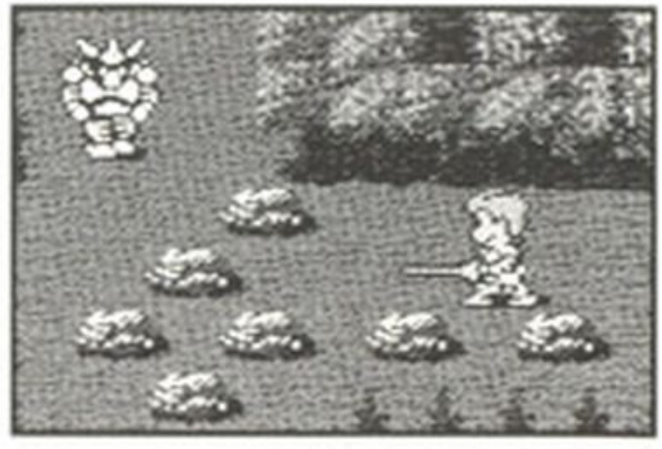
You can access menu screens at any time by pushing the Select Button. This will show you what you have in inventory. The B column has weapons controlled with the B Button, the A column has A Button weapons. **Items** displays the items in inventory, and the upper section has special items you've collected. Move the cursor with the Control Pad and enter selections with the A Button.



Medieval World

Welcome to Medieval World, Sir Davey, where knighthood is still in flower and danger lurks around every castle corner. You'll need to use the magic of Merlin the Magician to find Excalibur, and make your way through the Transporter to the Dark Castle and your final encounter with the Dragon of the Castle. And now, off on your daydream ....er, adventure!

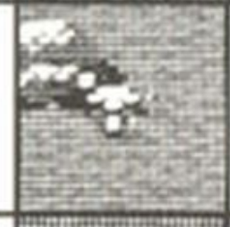
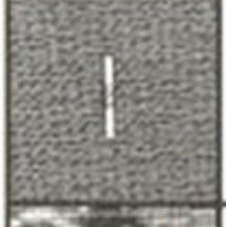
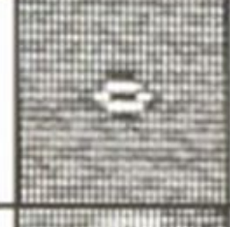
Davey's first encounter is with a White Knight. They look fearsome, but they are your best allies of all. Touch a White Knight and he will give you information you'll need on your journey. But don't try to harm them, or you'll feel their wrath!



Your first mission is to find Excalibur, the most powerful weapon in the Medieval World. No warrior can expect to continue without this Prince of weapons, subject of myths and legends passed from generation to generation. Press on, Sir Davey!

Weapons in the Medieval World

There are helps, hints and tools in the Dark Forest that will help you on your way. You can defeat most of the enemies in the Medieval World with your Sword, your wits and your courage, but some of the enemies are difficult to defeat without special weapons. Don't get lost in the winding trails and blind alleys in the Medieval World. Remember where you've been and don't get lost. Beware of the different kinds of Gnomes - they'll be your downfall if you're not careful. Talk to all of the White Knights for clues to help you on your quest, and press on!

	Sword Davey starts out on his adventure with this small but sturdy sword.		**Potions** There are good and bad potions - use your wits and be careful!
	Small Sword Davey spins and destroys all enemies within the Sword's range.		**Grappling Hook** You'll need this to cross the bridge into the Darklands.
	**Spear** There are spears of different kinds scattered around the Medieval World.		**Gold Ring** Finding this will help you make your way through the Portal.
	Hourglass A magic potion stored in the Hourglass stops time momentarily.		**Fairy Dust** Picking up a bag of Fairy Dust will make Davey invincible for a time.

Medieval World Enemies

Below is a brief introduction to some of the characters you'll meet in the Medieval World. The battles you fight here will just be a warmup for the big showdown against Lumper, the Dark Knight.

	Good Gnome These guys will leave potions for Davey, but don't try to harm them!		**Egger Birds** These birds will drop eggs on Davey that will sap his strength.
	Bad Gnome Bad gnomes will attack Davey, or try to steal things from him.		**Dark Knights** Lumper's underlings, and the first tough enemies you'll meet.
	Bats Not very strong, but they'll chip away at your strength.		**Druids** These characters float in and out of the action, tossing fireballs at Davey.

LUMPER!

The Darkest and Stormiest Knight of all! You'll have to defeat Lumper to move on to Winterland and the Lower Depths. You'll need good weapons and lots of strength to defeat this one, but if you fight valiantly he may grant you a valuable gift.

Outer Worlds

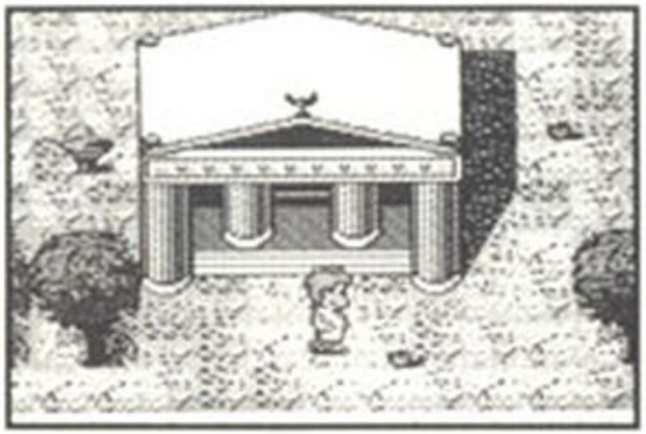
There are a few areas where you'll make short stopovers along the way. Some will seem familiar- some will be brand new.

Into the fiery quicksand! If you get your hands on the coin, Captain Charon will give you passage on the boat that leads to this flaming wasteland. You'll need the Spear of Mars and the Golden Bow to make it out of here alive! There's no way to be sure where the quicksand is, so you'll have to be careful where you step!

The Titans in the Cloud City are fearless fighters who know how to use their weapons with deadly accuracy. Davey will need to have some powerful weapons, a good defense, and an effective mode of transportation to make it through this section.

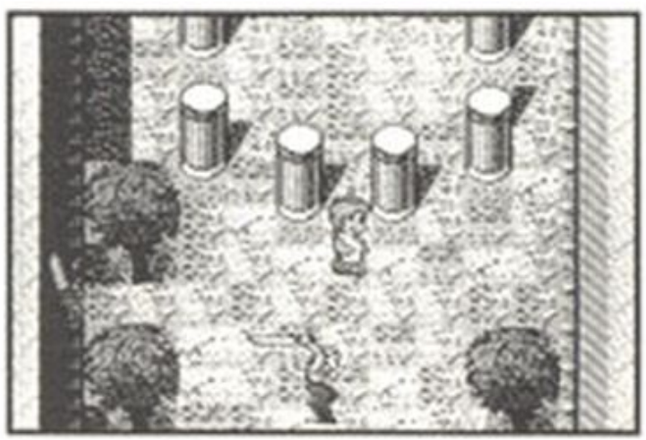
Back to the world of Knights and Wizards, but this time it won't be quite so easy! Overrun with fireball-throwing Druids and guarded at the end by Sir Lumpus, Winterland will tax even the bravest Knight.

Greek Mythology World



The Delphic Oracle can't help you here! Davey (Or is that Daveus?) will have to find his way through the columns and temples of ancient Greece to the grove of trees where the evil one-eyed Cyclops lies in wait for just such a hapless traveler. His clubs are fearsome and he's keeping an eye out for you!

Here among the temples and courtyards of Mount Olympus there are gods and goddesses all around to help you on your way. Some of the temples have characters that will help you on your quest for the Magic Shield and the Sword of Cyclops. Be sure to look everywhere!



Some of the gods and goddesses will give you clues and hints to help you on your way.

Friends and Enemies in Ancient Greece

The Golden Race of Men will be very helpful in your search for the Magic Shield.

Check each of the temples along the way for clues to the shield.

	Nymphs Good nymphs will leave apples to help you on your way.		**Golden Eagle** Eagles rob you of strength, but sometimes leave rewards.
	Satyrs Half man, half goat, Satyrs are armed and dangerous.		**Bronze Race** The foot soldiers are bad enough, but watch out for Guards!

Mythological World Items

Here are a few items to help you in the Mythology World.

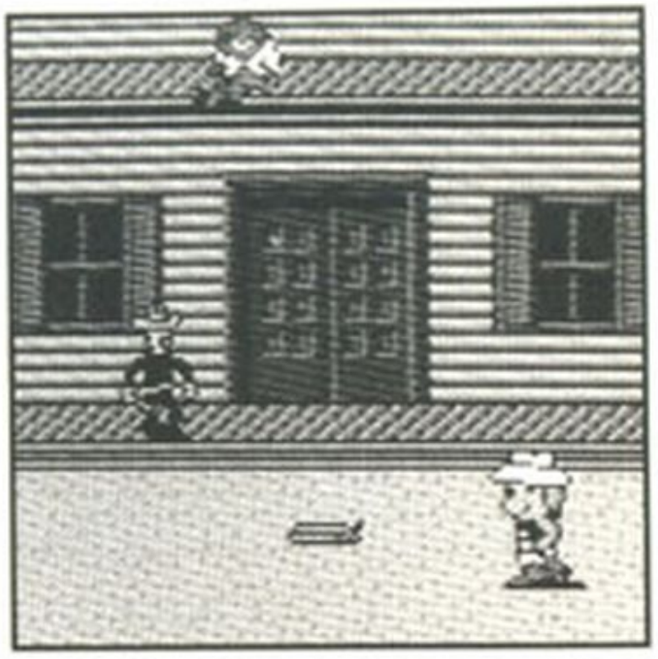
	Apples Like potions, some will help Davey and some will harm him		**Shield** There are two shields of different strengths - you'll need both
	Sundial A sundial will make time stand still for a little while		**Sword** Defeat Cyclops in the Grove and get this very powerful weapon
	Bow and Arrow Davey won't get far without this powerful weapon		**Special Apples** These apple are rare, and grant the bearer special powers

Rumbling back and forth, swinging his clubs at all intruders, his one big eye refusing to blink in the face of huge, terrifying enemies, much less one as tiny and insignificant as Davey - Cyclops is more terrifying than any home room teacher! You'll need to attack fast before Cyclops runs you over and turns you into Grecian dust!

CYCLOPS!

Western World

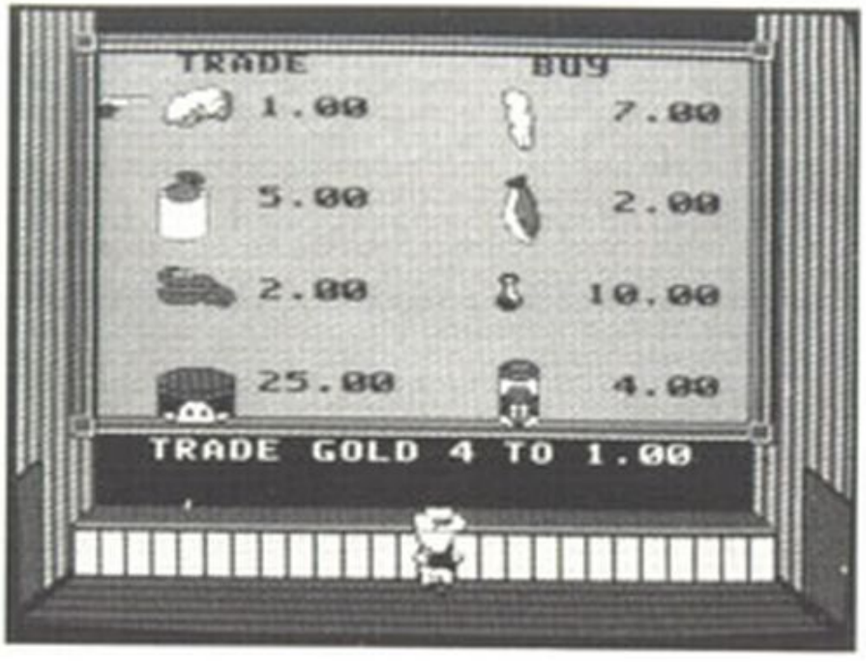
Well, saddles pals, we're back in the Old West and you're in for a rootin' tootin' good time! Davey's gonna have to go up against some real sidewinders this time if he's gonna make it back to the school marm's class before sundown!



First ya need to check in at the Sheriff's office and see if things have been peaceable since the last time ya were in town. The Sheriff will give ya a little stake to get ya started, but then you're on your own, Deputy!

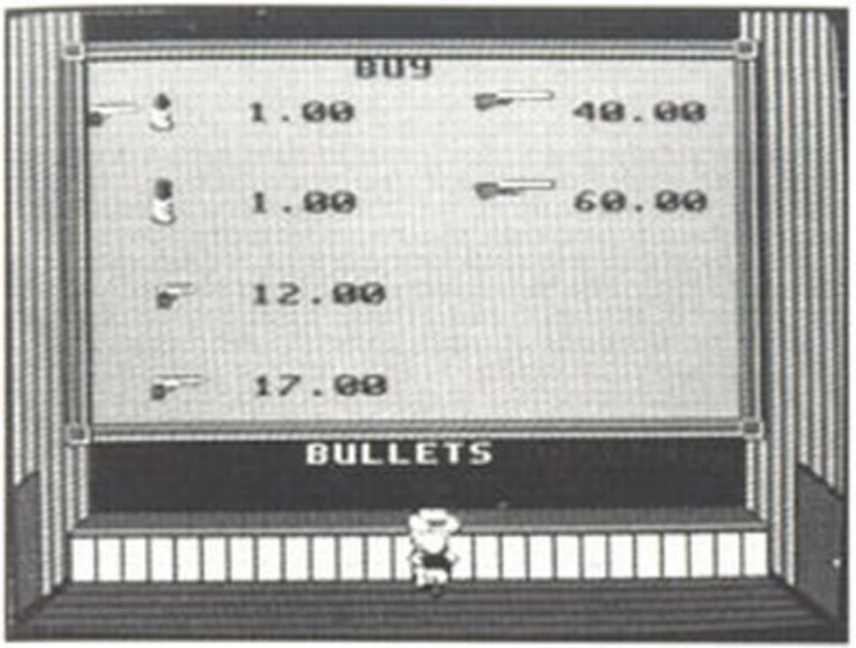
Yer gonna hafta watch yer step, Deputy Davey. This galoot is a tough ol' hombre, and ya need the big iron to go up against him.

The Trading Post



Davey can buy or swap for things he needs in the Trading Post. Snake skins, Indian relics, Root Beer and other items can be traded for the things you need. But remember - not everything you see in the Trading Post is helpful, and some are really bad news!

Gold Davey can trade gold at 4 nuggets to the dollar.	**Dried Fingers** Remedy? Poison? Help or hindrance? You decide!
Root Beer Root Beer can be traded for cash at $5.00 a jug.	**Deer Tails Try 'em - ya just might like 'em.**
Snake Skin Rattlesnake skins can be sold for $2.00 each.	**Snake Elixir** This elixir will save Davey from snake bites.
Relic Hard to come by, but worth its weight in gold. Or money.	**Spirit Powder** You can never tell what you might find on the trail!



The Gunsmith Shop

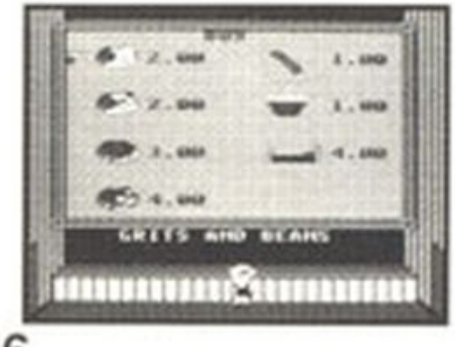
You'll need cash to buy the weapons and ammunition sold in the Gunsmith's Shop. If you have some gold, you can mosey on over to the Trading Post and trade it for cash.

Rifle Long range, high power. Seven shots in showdowns.	**Shotgun** Short range, but high power. Two shots in showdowns.
Bullets You need lots of these. Stock up and use them wisely.	**Colt 45** Long range pistol, six shots in showdowns.
Shotgun Shells Keep your shotgun loaded for unexpected showdowns.	There are other weapons you can use in the Western World. Experiment with your whip to improve your accuracy, and pick up TNT!
Colt Pistol Short range, low power weapon, but a good start.	

Items and Characters in the Old West

	Rattlesnake Rattlesnakes can leave rewards, but don't get bitten!		**Sharpshooters** They fire rifles from to pick off unwary saddle pal.
	Cactus Some cactus have treasures hidden inside that might help.		**Gunslingers** Roam the streets looking for the fastest gun.
	Buzzards These marauders will leave dynamite behind when defeated.		**Dynamite** Some enemies leave dynamite behind when defeated.
	Saddle Tramps These guys throw empty bottles and dynamite at Davey.		**Tumbleweeds** Tumbleweeds will push Davey around - step aside and avoid them.

Hotel Menu



Davey can hole up at the hotel and get a bite to eat, a shave and a bath, and a bed for the night when his energy starts to get low. The entrees all seem to have beans in them, and there's not much you could call gourmet but it's pretty fair for frontier grub, and it'll fill ya up when yer belly's growlin'.

WARNING
READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

WARNING:
DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System (Super NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on pause or hold. If you use your projection television with this video game, neither Hal America, Inc. or Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limited for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not appear in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient the receiving antenna
2. Relocate the NES with respect to the receiver
3. Move the NES away from the receiver
4. Plug the NES into a different outlet so that computer and

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio/TV Interference Problems.
This book is available from the U. S. Government Printing Office, Washington, D. C. 20402, Stock No. 004-000-00345-4.

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